# Seasonals

Seasonals are a cycle of fey tied to the four seasons. They wrap themselves in a metaphysical cloak of their season and carry songs with them wherever they go. When seasonals meet, the shy hibernals typically prefer to amuse themselves by watching the antics of the others, while vernals impatiently call for energetic contests, aestivals languidly nap until roused to fiery bursts of activity, and autumnals attempt to imbue a sense of stark responsibility in the rest.

## Autumnals

Autumnals are melancholy fey that linger in a forest for a single season each year. They arrive just as summer's golden sun begins to gild the first green leaves, and they part after a forest's last such leaf has been embraced by the earth. Autumnals cull the sick and old, so their mulch might fortify vivacious young saplings against winter's privations.

A grove under the care of a "reaping" (between four and ten autumnals, usually) is unmistakable, filled as it is with the mournful dirges the fey sing as they work. A reaping is led by an elder of thirty or forty seasons, who often has access to more advanced primal magic.

Like many forest fey, autumnals are deeply tied to their woodland domains and viciously fight anyone who either preempts or stalls the seasonal cycle of the year. However, one who earns the trust of an autumnal, perhaps by aiding them in purging the woods of unnatural forces, gains more than just a potent ally. They might be gifted with secrets of the forest beyond the ken of even druids or nymphs: the last whispered revelations of ancient oaks, or perhaps the confessions of primordial juggernauts before they finally slipped from this world. These ageless mysteries might have been lost forever had they not been captured and immortalised in the sorrowful songs of the autumnal choir.

# Autumnal

*Small Fey, Neutral*

**AC** 14 **Initiative** +4 (14)
**Hit Points** 66 (12d6 + 24)
**Speed** 35 ft., fly 35 ft.

| | MOD | SAVE | | MOD | SAVE | | MOD | SAVE |
|---|---|---|---|---|---|---|---|---|
| **STR** 13 | +1 | +1 | **DEX** 18 | +4 | +4 | **CON** 14 | +2 | +2 |
| **INT** 13 | +1 | +1 | **WIS** 14 | +2 | +2 | **CHA** 17 | +3 | +3 |

**Skills** Nature +3, Performance +5, Stealth +6
**Resistances** Necrotic
**Senses** Darkvision 30 ft., Passive Perception 12
**Languages** Common, Sylvan
**Challenge** 3 (XP 700; PB +2)

## Traits

***Dirge for the Living.*** When the autumnal would make a Charisma (Intimidation) check, it can make a Charisma (Performance) check instead.

***Innate Spellcasting.*** The autumnal's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:
1/day each: *entangle, gust of wind, thunderwave*

***Plant Empathy.*** When it speaks in Sylvan, the autumnal can communicate in a simple manner with plants.

***Whirling Cloak.*** Leaves swirl about the autumnal whenever it moves. The autumnal's movement doesn't provoke opportunity attacks.

## Actions

***Multiattack.*** The autumnal attacks twice with its leaf blade.

***Leaf Blade.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage

***Dance of Leaves.*** The autumnal moves up to half its speed without provoking opportunity attacks. During this movement, it can make up to three leaf blade attacks, each against a different target.

***Mark for Reaping.*** The autumnal singles out a creature within 60 feet that it can see. The creature makes a DC 13 Constitution saving throw. On a failed save, a magical mark of a scythe appears on the creature's body. The mark lasts for 1 minute. When any autumnal hits a marked creature with a melee attack, the attack deals an extra 1d4 necrotic damage (if the

target is a living creature) or 1d4 radiant damage (if the target is undead). Constructs are immune to this additional damage. The mark disappears if the autumnal uses Mark for Reaping again or if the autumnal dies.

## Reactions

***Life from Death.*** When a living creature within 30 feet of the autumnal dies, the autumnal harvests the creature's fleeting life essence. If the creature's level or challenge rating is 3 or higher, the autumnal gains 5 (1d10) temporary hit points.

### AUTUMNAL — CREATURE 4

UNCOMMON | N | SMALL | FEY

**Perception** +13; low-light vision
**Languages** Common, Fey, Melodian, Muan, Requian, Sussuran
**Skills** Acrobatics +11, Nature +11, Performance +11, Stealth +11 (+13 in forests)
**Str** +2, **Dex** +5, **Con** +3, **Int** +2, **Wis** +3, **Cha** +5
**Dirge for the Living** The autumnal can use Performance instead of Intimidation to Demoralize. If they do, they don't take a penalty for not sharing a language with their target.

**AC** 20; **Fort** +11, **Ref** +13, **Will** +11
**HP** 65; **Weaknesses** cold iron 5; **Resistances** void 5
**Life from Death** ↻ (healing, primal, vitality) **Trigger** A living creature within 30 feet dies; **Requirements** The dying creature is level 2 or higher; **Effect** The autumnal is strengthened by the fleeting life essence, gaining 5 temporary Hit Points that last for 1 minute.
**Whirling Cloak** (primal) Leaves swirl about the autumnal whenever they use a move action to move at least 5 feet, granting them concealment until the end of their current turn.

**Speed** 30 feet, fly 30 feet
**Melee** ◆ leaf blade +14 (agile, finesse, magical), **Damage** 2d4+6 slashing
**Primal Innate Spells** DC 20; **2nd** *XXWoodAreaDamageLeaves*, *XXmusicutility*; **1st** *gust of wind* ([XXTS]2); **Cantrips (2nd)** *XXAirDamaging*; **Constant (3rd)** *speak with plants*
**Dance of Leaves** ◆◆ (move) The autumnal Strides or Flies twice, making a leaf blade Strike against a creature at any time during the movement.
**Mark for Reaping** ◆◆ (concentrate, curse, death, misfortune, primal) The autumnal singles out a creature within 60 feet for reaping. A mark of a scythe appears on the creature's body, which must then roll a DC 20 Fortitude save to determine the mark's duration.
**Critical Success** The mark disappears immediately.
**Success** The mark lasts for 1 round.
**Failure** The mark lasts for 1 minute.
**Critical Failure** The mark lasts for 10 minutes.
While the mark lasts, any autumnal who Strikes the marked creature does an additional 1d4 precision damage. This damage is void if the marked creature is living, or vitality if they are undead. In addition, if the marked creature is living, it must roll twice and take the lower result on any recovery checks to reduce its dying condition. The mark disappears automatically if the autumnal uses Mark for Reaping on another creature or if the autumnal dies.

**Hibernals**

For many, winter is a time of quiet, darkness, and privation. These are not the aspects of the season championed by the cheerful (if shy) hibernals. These fey are drawn to the feasts and spectacles that light up the gloomier months of the year, and an "audience" of hibernals can often be found clustered around the edge of a midwinter festival, soaking in the fellow-feeling and good cheer. They are uniquely captivated by a good performance, whether that be a rousing seasonal song or the dance of lights in the heavens common to poleward lands.

Outside of festival times, hibernals can be found roaming the winter wildernesses and aiding lost travellers or starving animals with their magic. They are rarely given to anger, preferring to sort disputes through challenges of song and dance, but they make an exception for those who seek to snuff out the light of joyful celebration. They are remarkably doughty combatants when those conflicts do arise, manifesting a baton of hard ice as a weapon and using their swiftness to run circles around their stumbling foes.

# Hibernal

*Small Fey, Neutral*

**AC** 12 **Initiative** +2 (12)

**Hit Points** 55 (10d6 + 20)

**Speed** 35 ft., fly 35 ft.

| MOD | SAVE | MOD | SAVE | MOD | SAVE |
|---|---|---|---|---|---|

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **STR** 12 | +1 | +1 | **DEX** 15 | +2 | +2 | **CON** 14 | +2 | +2 |
| **INT** 11 | +0 | +0 | **WIS** 14 | +2 | +2 | **CHA** 15 | +2 | +2 |

**Skills** Performance +4, Persuasion +4, Stealth +4
**Resistances** Cold
**Senses** Darkvision 30 ft., Passive Perception 12
**Languages** Common, Sylvan
**Challenge** 2 (XP 450; PB +2)

## Traits

***Blizzard Cloak.*** The hibernal's passage leaves snowdrifts in its wake. Whenever the hibernal moves, any space it leaves becomes difficult terrain to non-hibernals until the start of the hibernal's next turn.

***Eager Audience.*** The hibernal has disadvantage on Wisdom saving throws against the charmed condition.

***Innate Spellcasting.*** The hibernal's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:
1/day each: create food and water, gust of wind, purify food and drink

***Winter Walker.*** The hibernal's movement and vision isn't hindered by cold, icy surfaces, snow, wind, or storms.

## Actions

***Multiattack.*** The hibernal attacks twice with its ice cudgel.

***Ice Cudgel.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 2 (1d4) cold damage.

***Wintry Gust (Recharge 5–6).*** The hibernal moves or flies up to its speed. Each creature within 5 feet of the hibernal at any point during this movement must make a DC 12 Constitution saving throw, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one.

## Reactions

***Snow Clone.*** When the hibernal takes damage from a weapon attack, it reduces the damage by 5 and immediately moves up to half of its speed without provoking opportunity attacks. If the triggering attack was a melee attack made by a creature within 5 feet of the hibernal, that creature takes 5 (1d10) cold damage.

## HIBERNAL CREATURE 3

UNCOMMON | N | SMALL | FEY

**Perception** +10; low-light vision, snow vision

**Languages** Common, Cryan, Fey, Melodian, Sussuran

**Skills** Acrobatics +9, Athletics +8, Diplomacy +9, Nature +9, Performance +10, Stealth +9 (+10 in snow)

**Str** +1, **Dex** +4, **Con** +3, **Int** +1, **Wis** +3, **Cha** +4

**Snow Vision** Snow doesn't impair the hibernal's vision; they ignore concealment from snowfall.

**AC** 18; **Fort** +10, **Ref** +11, **Will** +8

**HP** 60; **Immunities** cold; **Weaknesses** cold iron 5

**Blizzard Cloak** A hibernal's passage leaves snowdrifts in their wake, making any square they move through difficult terrain to any non-hibernal until the start of their next turn.

**Eager Audience** The hibernal takes a -2 circumstance penalty to their Will saves and DCs against mental effects with the auditory or visual traits, as well as against attempts to fascinate them.

**Snow Clone** ↻ (cold, primal) **Trigger** The hibernal takes damage from a physical attack; **Effect** The damage is reduced by 5 and the hibernal can immediately Step. If the attack was a melee Strike made from an adjacent square, the attacker takes 5 cold damage.

**Speed** 30 feet, fly 30 feet

**Melee** ◆ ice cudgel +12 (agile, finesse), **Damage** 2d4+3 bludgeoning plus 1d4 cold

**Primal Innate Spells** DC 20; **2nd** *create food, environmental endurance, XXmusicutility*; **1st** *gust of wind, XXicedamaging* ([XXTS]2); **Cantrips (2nd)** *frostbite, XXdamagingaircantrip*

**Wintry Gust** ◆◆ (air, cold, primal) The hibernal Strides or Flies. Any creature adjacent to them at any point during the movement takes 4d6 cold damage (DC 17 basic Fortitude save). They can't use Wintry Gust again for 1d4 rounds.

**Aestivals**

An aestival's ideal state of being is snoozing a hot summer day away in some comfortably inconvenient locale, ideally with a high vantage point. There are stories aplenty of aestivals falling asleep beneath a farmer's cart, tangled in the sails of a windmill, or upon a millstone ready to grind. To make matters worse, they are incredibly cranky when awoken and liable to wreak real havoc before grumpily stalking away to find a better napping spot.

During the rare times they are awake, aestivals enjoy watching laborers tend to the fields or children play in meadows and pastures (from a cushy, relaxed perch, of course). They have a particular love of work songs, children's rhymes, and lullabies, and it is said that breaking into one of these songs is one of the few ways an aestival can be calmed down from their incandescent anger.
Aestivals can go long stretches of time without eating. When they do choose to partake in food, they indulge in lavish feasts, often to the annoyance of those who originally owned the food. Yet aestivals are not entirely freeloaders in their communities. When monsters or other perils threaten the tranquillity of their homes, they spring into action, placing themselves in harm's way to awaken their internal flames.

# Aestival

*Medium Fey, Neutral*

**AC** 13 **Initiative** +3 (13)
**Hit Points** 105 (14d8 + 42)
**Speed** 40 ft., fly 40 ft.

| | MOD | SAVE | | MOD | SAVE | | MOD | SAVE |
|---|---|---|---|---|---|---|---|---|
| **STR** 18 | +4 | +4 | **DEX** 16 | +3 | +3 | **CON** 17 | +3 | +3 |
| **INT** 14 | +2 | +2 | **WIS** 14 | +2 | +2 | **CHA** 18 | +4 | +4 |

**Skills** Performance +7, Stealth +6
**Resistances** Fire
**Senses** Darkvision 30 ft., Passive Perception 12
**Languages** Common, Sylvan
**Challenge** 5 (XP 1,800; PB +3)

## Traits

***Innate Spellcasting.*** The aestival's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:
At Will: sleep
1/day each: fireball, heat metal

***Rage and Relaxation.*** The aestival is most often in its languid state. While languid, the aestival's speed is reduced to 20 feet and it is under the effects of sanctuary spell (DC 15). If the aestival takes damage from any source, it becomes awakened until the end of its next turn. While awakened, the aestival's speed isn't halved, and it loses the effects of sanctuary. In addition, the aestival can use a bonus action on each of its turns to move or climb up to its speed or make a melee attack.

***Somnolence.*** While it is conscious, the aestival is treated as having half its current hit points for the purposes of determining the effects of the sleep spell.

***Wildfire Cloak.*** While the aestival is awakened, any space it moves through becomes fiery until the start of its next turn. A creature that enters a fiery space for the first time on a turn or that starts its turn there takes 5 (1d10) fire damage.

## Actions

***Multiattack.*** The aestival attacks twice with its slam.

***Slam.*** *Melee Weapon Attack:* : +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) fire damage, and the target must succeed on a DC 14 Constitution saving throw or gain 1 level of exhaustion. Once a creature has gained exhaustion in this way, it can't do so again for 24 hours.

***Ignition.*** *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. Hit: 14 (4d6) fire damage, or 28 (8d6) fire damage if the aestival is awakened.

***Summer Blaze.*** While awakened, the aestival moves up to its speed and makes one slam attack at any point during this movement. If the attack hits, the target's space is affected by the aestival's Wildfire Cloak.

## Reactions

***Rest a While.*** When a creature within 5 feet of the aestival moves farther away from the aestival, the aestival makes a slam attack against that creature. On a hit, the target must succeed on a DC 15 Strength saving throw or be knocked prone.

## AESTIVAL CREATURE 6

UNCOMMON | N | MEDIUM | FEY

**Perception** +12; low-light vision

**Languages** Common, Fey, Melodian, Pyric

**Skills** Acrobatics +11, Athletics +15, Nature +14, Performance +15, Stealth +13

**Str** +5, **Dex** +3, **Con** +4, **Int** +2, **Wis** +2, **Cha** +5

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**AC** 22; **Fort** +16, **Ref** +11, **Will** +14; -2 status penalty to all saves vs. sleep effects

**HP** 135; **Immunities** fire; **Weaknesses** cold iron 5

**Rage and Relaxation** (primal) Aestivals are most often in their languid state, where they are permanently slowed 1 and under the effects of *sanctuary*. If they take damage from any source, they become awakened until the end of their next turn, losing the slowed condition and the effects of *sanctuary*. While awakened, they are quickened (the extra action can be used only to Stride, Climb, or Strike), and they deal an additional 4 fire damage with their Strikes and with their *ignition* cantrip.

**Rest a While** ↻ **Trigger** A creature within the aestival's reach uses a move action or leaves a square during a move action it's using; **Effect** The aestival attempts an Athletics check to Trip the creature. This attempt neither applies nor counts toward the aestival's multiple attack penalty.

**Wildfire Cloak** (primal) While the aestival is awakened, all terrain they move through becomes fiery, hazardous terrain, dealing 5 fire damage to any creature who moves into one of these squares. The hazardous terrain lasts until the start of the aestival's next turn.

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**Speed** 30 feet, climb 30 feet

**Melee** ◆ fist +17 (agile, magical), **Damage** 2d4+8 bludgeoning plus heatstroke

**Primal Innate Spells** DC 23, attack +15; **3rd** *fireball*; **2nd** *environmental endurance*; **1st** *sleep* (at will); **Cantrips (3rd)** *ignition*, *uplifting overture*

**Heatstroke** (primal) An aestival's fists sap energy, much like a day of hard labor beneath a baking sun. An affected creature must succeed at a DC 21 Fortitude save or become fatigued.

**Summer Blaze** ◆◆ (fire, primal) **Requirements** The aestival is awakened; **Effect** The aestival Strides or Climbs and then makes two fist Strikes against a single enemy. Apply the multiple attack penalty to these Strikes normally. If both Strikes succeed, the target also takes 1d6 persistent fire damage.

**Vernals**

Vernals are the tempestuous, fickle maestros of the seasonal fey. Riding the storm winds and volatile weather fronts of spring, they embody nature's potential for sudden and chaotic change. Unlike other seasonals, vernals don't share the spotlight gladly; when vernals meet on the winds of a storm, they engage in deafening sonic sky-duels to claim "ownership" rights over the squall. Vernals are quick to respond to challenges with intimidation or violence, yet they just as quickly grow bored of opponents that lack the determination and skill to keep up with them.

A vernal's music can seem discordant and cacophonous to the untrained ear, but remarkable artistry hides within the walls of sound torn loose from their crackling instruments. It is said they never play the same song twice, always improvising and duetting with the lightning, thunder, hail-clatter, and sleet-noise of their accompanying storms. Humanoids of various ancestries have claimed the violent clash of a vernal's music resonates and gives voice to their own turbulent emotions, and some of these "stormchasers" rush to follow a vernal's tempest as it tours across the land and sea.

# Vernal

*Medium Fey, Chaotic Neutral*

**AC** 14 **Initiative** +2 (12)
**Hit Points** 117 (18d8 + 36)
**Speed** 35 ft., fly 60 ft.

| | MOD | SAVE | | MOD | SAVE | | MOD | SAVE |
|---|---|---|---|---|---|---|---|---|
| **STR** 12 | +1 | +1 | **DEX** 18 | +4 | +7 | **CON** 14 | +2 | +2 |
| **INT** 16 | +3 | +3 | **WIS** 16 | +3 | +3 | **CHA** 19 | +4 | +4 |

**Skills** Deception +7, Intimidation +7, Performance +7, Stealth +7
**Resistances** Lightning, Thunder
**Senses** Darkvision 30 ft., Passive Perception 13
**Languages** Common, Sylvan
**Challenge** 6 (XP 2,300; PB +3)

## Traits

***Booming Cloak.*** Attempts to hinder the vernal's passage are met with a punishing crack of thunder. When a creature hits the vernal with an opportunity attack, that creature must succeed on a DC 13 Constitution saving throw or take 14 (4d6) thunder damage and be deafened until the end of its next turn.

***Innate Spellcasting.*** The vernal's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:
At Will: *shocking grasp, thunderwave*
1/day each: *find the path, lightning bolt, shatter, wind wall*

***Stormsight.*** The vernal's vision isn't hindered by fog or precipitation.

## Actions

***Multiattack.*** The vernal makes three attacks with its electric instrument.

***Electric Instrument.*** *Melee Weapon Attack:* : +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) lightning damage and 3 (1d6) thunder damage.

***Lightning Arc.*** Up to three creatures the vernal can see within 30 feet of it must succeed on a DC 15 Dexterity saving throw or take 17 (5d6) lightning damage.

***Thunderous Retreat (Recharge 5–6).*** If the vernal is within 5 feet of at least one creature, it moves up to its speed to a space not within 5 feet of another creature. Each creature of the vernal's choice within 5 feet of it at any point during this movement must make a DC 15 Constitution saving throw, taking 21 (6d6) thunder damage on a failed save, or half as much damage on a successful one. Also on a failed save, the creature is pushed up to 10 feet directly away from the vernal.

## Reactions

***Drown Out.*** When a creature within 60 feet of the vernal uses a spell or effect that requires being heard (including casting a spell with a verbal component), the vernal uses overwhelming sound to counteract the effect. The triggering creature must succeed on a DC 15 Constitution saving throw. On a failed save, the spell or effect is wasted with no effect.

## VERNAL CREATURE 7

UNCOMMON | CN | MEDIUM | FEY

**Perception** +17; low-light vision, stormsight

**Languages** Common, Fey, Melodian, Sussuran, Voltan

**Skills** Acrobatics +16, Athletics +13, Deception +15, Intimidation +17, Nature +15, Performance +17, Stealth +14

**Str** +2, **Dex** +5, **Con** +3, **Int** +4, **Wis** +4, **Cha** +6

**Stormsight** The vernal ignores the concealed condition from precipitation or fog.

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**AC** 24; **Fort** +12, **Ref** +16, **Will** +17

**HP** 130; **Weaknesses** cold iron 5; **Resistances** electricity 10, sonic 10

**Booming Cloak** (primal, sonic) Attempts to hinder the vernal's passage are met with a punishing crack of thunder. A creature that successfully Strikes the vernal with a reaction triggered by movement takes 4d6 sonic damage (DC 25 basic Fortitude save). On a failure, they are also deafened for 1 round.

**Drown Out** ↻ (primal, sonic) **Trigger** A creature within 60 feet uses an ability with the auditory or sonic traits; **Effect** With overwhelming sound, the vernal attempts to counteract the effect, with a counteract modifier of +17 and a counteract rank of 4.

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**Speed** 30 feet, fly 60 feet

**Melee** ◆ electric instrument +14 (finesse, magical), **Damage** 1d6+4 bludgeoning plus 1d6 sonic and 1d6 electricity

**Primal Spontaneous Spells** DC 25; **4th** (3 slots) *lightning bolt, noise blast, thunderstrike*; **3rd** (4 slots) *lightning bolt, shatter, wall of wind*; **Cantrips (4th)** *electric arc, XXDamagingAirCantrip, know the way*

**Lightning Improviser** The vernal can cast their *electric arc* cantrip with single action to target only one creature or with three actions to target three creatures and increase the damage dice to d6s.

**Thunderous Retreat** ◆◆ (air, primal, sonic) **Requirements** The vernal is adjacent to at least one enemy; **Effect** Letting loose a sonic boom, the vernal Strides or Flies twice to a space not adjacent to any enemies. All enemies adjacent to the vernal at any point take 6d6 sonic damage (DC 25 Fortitude save). Any creature that fails its save is pushed back 5 feet from the movement path (or 10 feet on a critical failure). The vernal can't use Thunderous Retreat again for 1d4 rounds.

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